NES-ZL-USA-1★

The Legend of ZELDA®

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Thank you for selecting the Nintendo Entertainment System® The Legend of Zelda® Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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PRECAUTION

1) Do not store the Game Pak in extreme temperatures.
2) Do not immerse in water.
3) Do not clean with benzene, thinner, alcohol or other such solvents.

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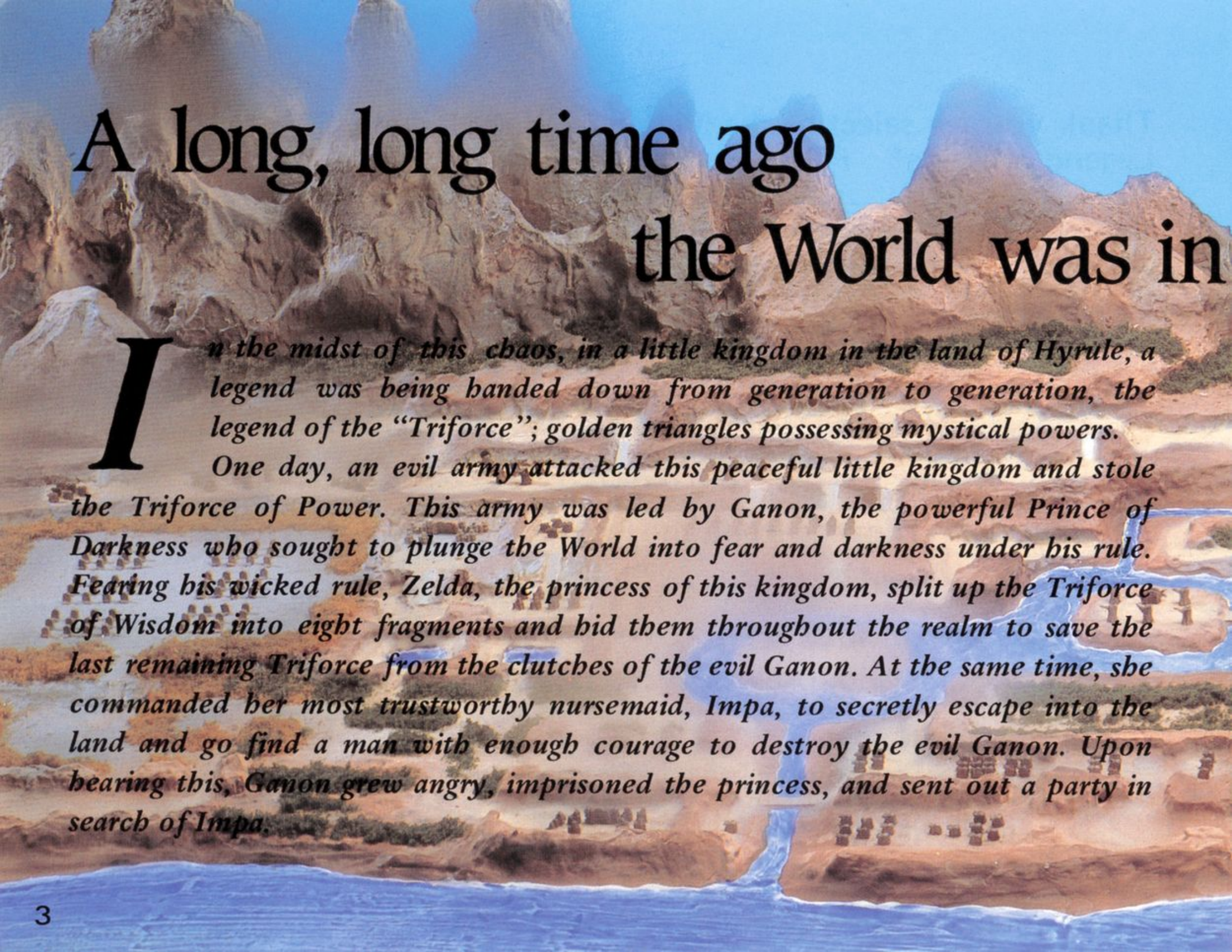


A long, long time ago the World was in

In the midst of this chaos, in a little kingdom in the land of Hyrule, a legend was being handed down from generation to generation, the legend of the "Triforce"; golden triangles possessing mystical powers. One day, an evil army attacked this peaceful little kingdom and stole the Triforce of Power. This army was led by Ganon, the powerful Prince of Darkness who sought to plunge the World into fear and darkness under his rule. Fearing his wicked rule, Zelda, the princess of this kingdom, split up the Triforce of Wisdom into eight fragments and hid them throughout the realm to save the last remaining Triforce from the clutches of the evil Ganon. At the same time, she commanded her most trustworthy nursemaid, Impa, to secretly escape into the land and go find a man with enough courage to destroy the evil Ganon. Upon hearing this, Ganon grew angry, imprisoned the princess, and sent out a party in search of Impa.

an age of Chaos.

Braving forests and mountains, Impa fled for her life from her pursuers. As she reached the very limit of her energy she found herself surrounded by Ganon's evil henchmen. Cornered! What could she do? ... But wait! All was not lost. A young lad appeared. He skillfully drove off Ganon's henchmen, and saved Impa from a fate worse than death.

His name was Link. During his travels he had come across Impa and Ganon's henchmen. Impa told Link the whole story of the princess Zelda and the evil Ganon. Burning with a sense of justice, Link resolved to save Zelda, but Ganon was a powerful opponent. He held the Triforce of Power. And so, in order to fight off Ganon, Link had to bring the scattered eight fragments of the Triforce of Wisdom together to rebuild the mystical triangle. If he couldn't do this, there would be no chance Link could fight his way into Death Mountain where Ganon lived.

Can Link really destroy Ganon and save princess Zelda?

Only your skill can answer that question. Good luck. Use the Triforce wisely.

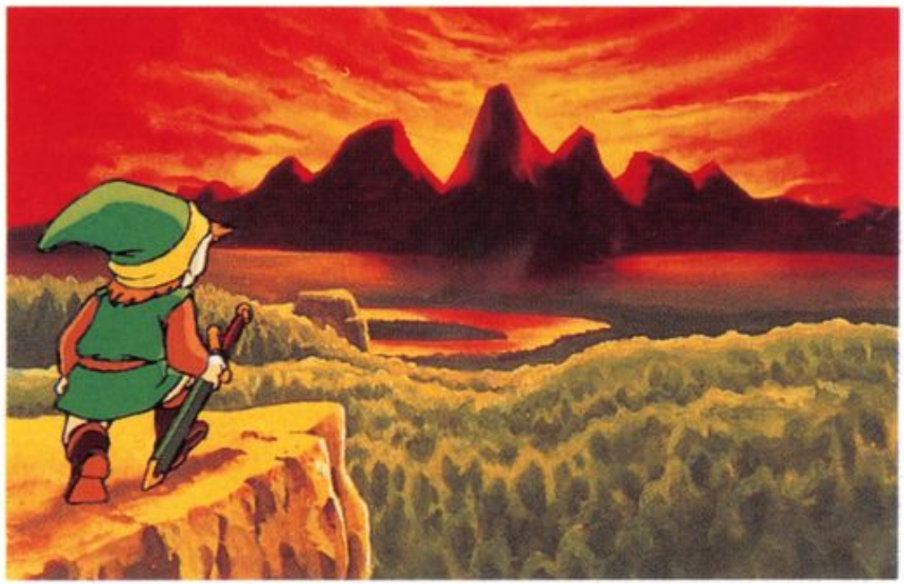
Hints on How to Destroy Ganon

Those of you who have had trouble playing this game, read the story below. Read carefully; it has lots of useful hints.

When Impa gave Link the order to destroy Ganon she also told him of the history of the land of Hyrule, and the layout of the nine underground secret labyrinths. These layouts should be somewhere in this booklet. Did you find them?

The big enemies often have weak points. Try using various items of treasure to attack them in

Relying on what Impa had told him, Link has to somehow make his way to Death Mountain. Link just might be able to find out where the mountain is by carefully studying where and when the monsters appear.



In the forests and mountains, there are several caves, and in these caves, there live merchants who will sell Link useful items. As well as buying things here, Link can get his hands on other things that he can't get elsewhere.

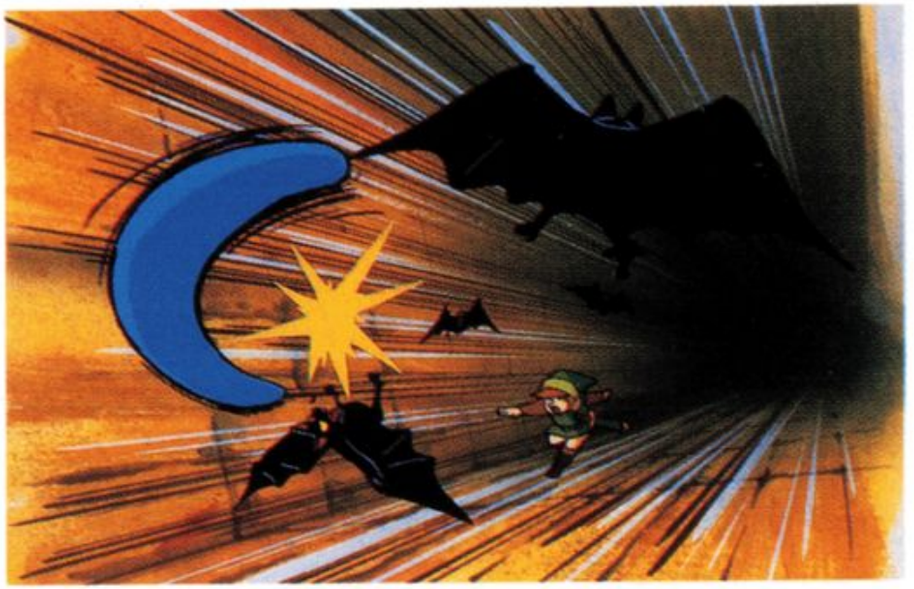
a number of ways. That way you're bound to hit upon the right combination.

Lots of amazing things happen in the springs Link finds here and there. The fairies will give Link a whole new supply of LIFE hearts. These aren't the only secrets to be found!

The entrances to the underground labyrinths are hidden all over the place. There are also some entrances that are really hard to find. Nevertheless, somewhere you'll be able to find hints on how to solve these riddles. And once Link's found a labyrinth, he'll always get an item of treasure.

Some of the nasties in the labyrinth are controlled by a ringleader. If Link finds this ringleader

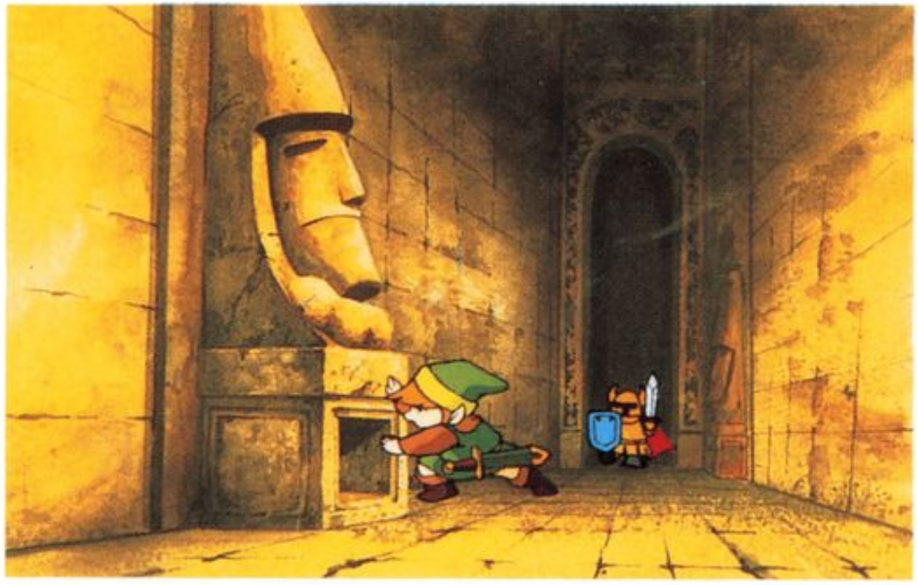
Carry weapons such as boomerangs etc. to match the enemy. This way Link can proceed with the fight more effectively. The skill to switch over quickly to the treasure select screen (remember the sub screen?) and swiftly take out the treasures is really important. If you've got this skill, Link will be able to win through to the end.



The labyrinth Level display is important. It shows Link the way. If Link does not fight in the right Level order, he might meet a miserable end at the end of the labyrinth. Don't rush forward too fast! It's dangerous.

and does away with him first, then all the other enemies in the room will disappear.

Lots of riddles are hidden in the underground labyrinths. Once Link's found the map and the compass, he can go forward checking each of the passageways one by one. Walk around and find all the rooms. For this, Link will have to increase his possessions a lot.



In the underground labyrinths, Link will come across some doors that will close behind him once he's passed through them. Yet, there's always a way of opening them and escaping. Even if Link's closed in on all sides he's not allowed to give up. Try anything to get out!

In the labyrinths Link will come across some kind-hearted people who'll help him out. Listen

Link's going to have a difficult time trying to destroy Ganon. He's real mean. But even Ganon has his weak point. Some friendly character in the game is sure to tell Link about it.

Link has destroyed Ganon, and has managed to rescue princess Zelda. Now that he's got ahold of the two Triforces, he once again goes off on his travels, making his way towards countries unknown ... Who knows what the future holds for Link?

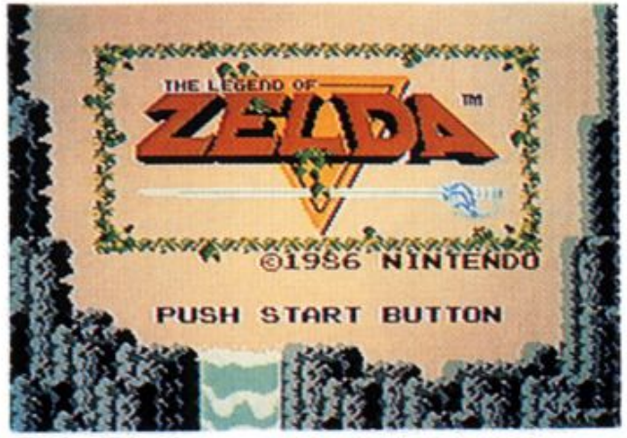
well to what they say and discover the enemies' weak points!

Creating your own Link character

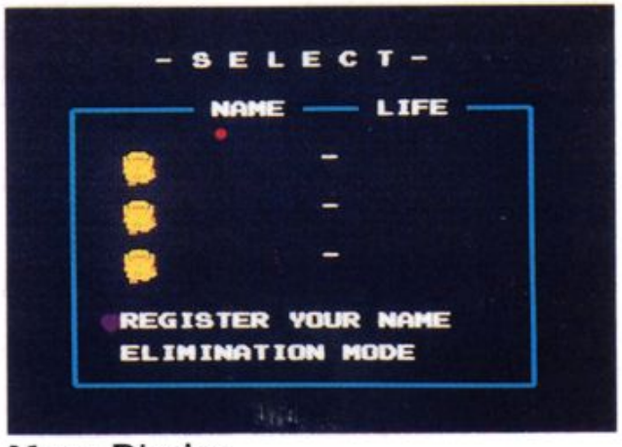
Link, the hero of The Legend of Zelda, does not yet exist. You create Link by first registering your player name. You may create a total of three different Link characters.

When you load the Game Pak in the unit and turn on the power supply, the title display as shown on the right appears, and the demonstration begins. When you press the START button and the display on the right appears, line up the heart with REGISTER YOUR NAME using the SELECT button. Then press the START button, and the display on the right appears. Use the SELECT button to line up the heart with the Link character you wish to name. Enter your name (maximum of eight letters) using the Control Pad (to select a letter) and the A button (to set a letter).

Once you have registered your name, line up the heart with REGISTER END in the display, and press the START button.



Title Display



Menu Display

Display for Registering Your Name

Erasing an old Link character

If you decide you want to start your game from scratch with a new Link character, you can erase all the data for an old Link using the ELIMINATION MODE. Line up the heart with the ELIMINATION MODE and press the START button.

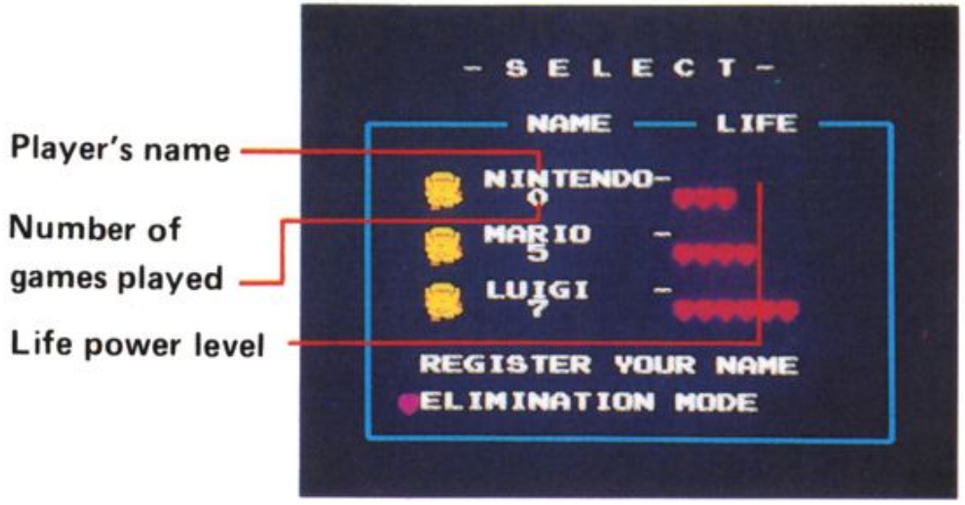
Move the heart to the Link you want to erase and press the START button. This will erase the name. Move the heart to ELIMINATION END and press START again. This permanently erases all data for the Link selected. Use this mode carefully! To create a new Link character, just enter your name like you did at the beginning.

Menu Display

Elimination Display

Starting the game

Now that you have created a Link character, you are ready to start Link's adventure. Using the SELECT button, move the heart to the Link you wish and press the START button.



"GAME OVER" options

The game is over when Link's life power level is zero. At this time, you have three options: CONTINUE, SAVE and RETRY. Choose one by using the SELECT button and then pressing START.

CONTINUE(Carry on with the Same Game)

This will start a new game where the last one left off. Link will keep all his possessions from the last game and will start with three life power hearts.

SAVE (Store the Game Information for later play)

This will store all Link's possessions in your Game Pak's memory so you can carry on with the same game at some time in the future.

RETRY (Erase the Current Game Information)

This will return you to the starting menu display without saving any information from the last game. That data will be permanently lost! Use this option carefully. Begin a new game by selecting a Link character in the usual manner.

If your game ends while you are in a labyrinth, and you select CONTINUE, your game continues from the entrance to that labyrinth. If your game ends outside a labyrinth and you continue, you start from the very beginning.

Do not press the POWER or RESET switches from the time that you have saved the game up to when the select display appears. If you do this, you may lose the data you want to save.

If you are saving your game information for later play, you must hold in the reset button on the Control Deck while turning off the power. Failure to do so may result in the loss of your stored game information.

Playing with a friend

Take turns. At the end of your game, select SAVE or RETRY and press START. Your friend can start a game using a different Link character. To start a different game, always store the game in memory (SAVE) and turn off the power supply to the unit.

Stopping the game

At any time, you may end your game. With the sub screen displayed (see Page 17), simultaneously press the A button on Controller 2 and the Control Pad. You can cancel the game by doing this.

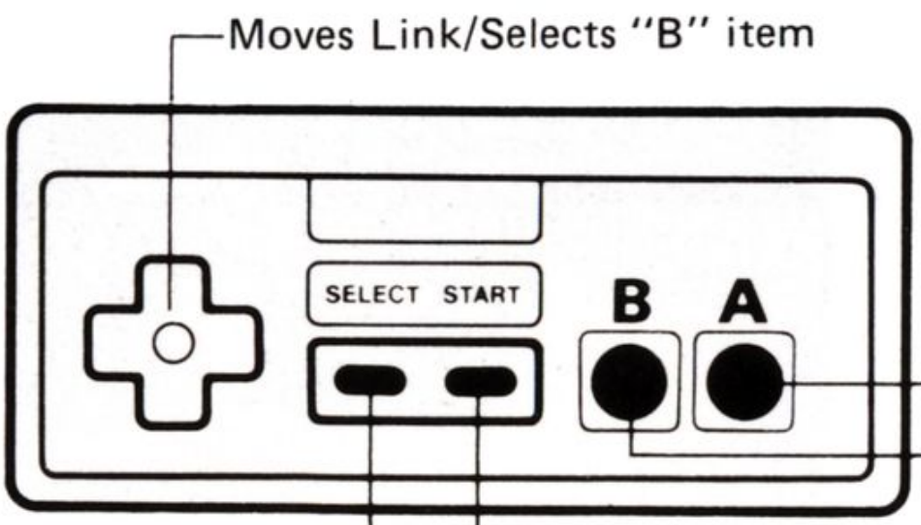
The battery is used to retain the player's data for five years. However, depending on the conditions under which the Game Pak is kept (such as exposure to high temperatures, etc.), the life of the battery may be shortened.

Basic Wisdom

Let's start Link's journey!

Let's get on with the game and begin Link's battle with evil. I know you just can't wait to send Link on his adventures. But, first, let's master some basics.

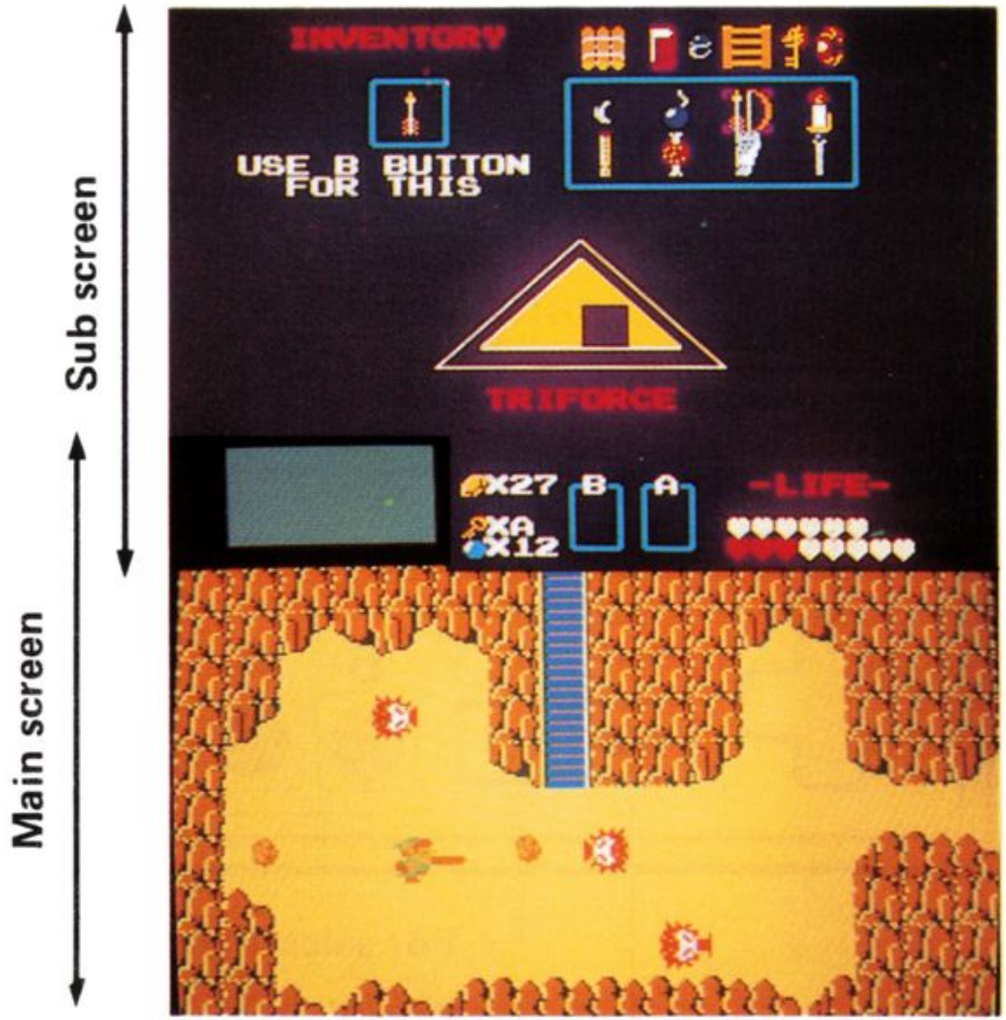
How to use the controller



What are the "main" and "sub" screens?

To play this game well, you really have to be able to use these two screens skillfully.

The main screen displays Link as he's fighting the enemy and shows what's going on around him.
The sub screen, on the other hand, displays the various treasures that Link has in his possession. If you change over to the sub screen, you can choose any of these treasures in the blue framed area by moving the Control Pad Left or Right.



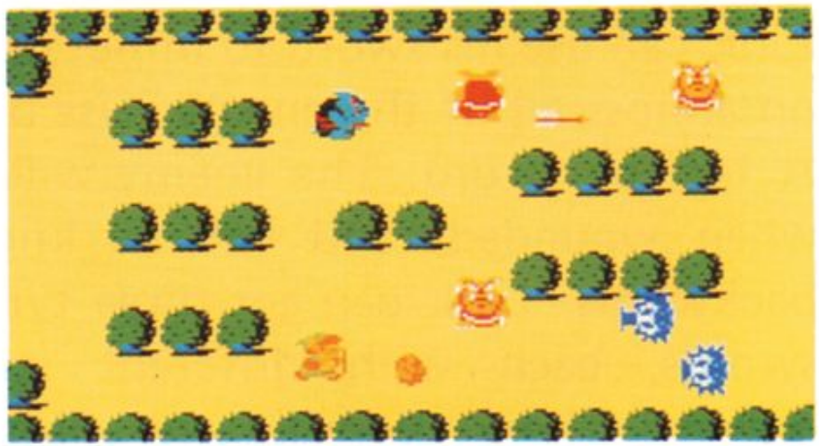
Here's a useful little hint. You can change over to the sub screen even during a fight, and

Link meets all sorts of challenges above and under ground

Fighting first starts in the Overworld, a land where you cannot tell left from right. What type of places will Link fight and pursue his adventures in? Read on.

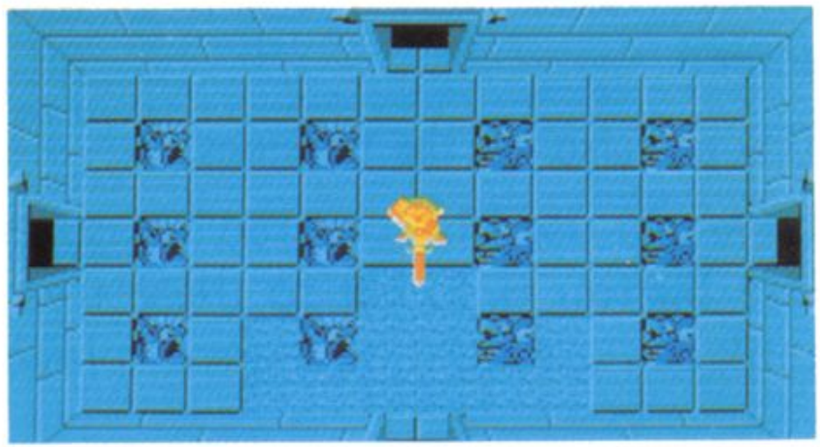
The Overworld

Forests, lakes, mountains. Link must fight many enemies in a beautiful and natural world. We can be pretty certain, however, that some good-natured people living in these places will help him out and be his allies in his fight against evil.



The Underworld

The Underworld is an underground maze of dangerous labyrinths. Link will find many more enemies living inside the labyrinths than he does in the Overworld. The fragments of the Triforce of Wisdom that Link is after are hidden somewhere inside these labyrinths.



choose the most effective item of treasure to use against the enemy.

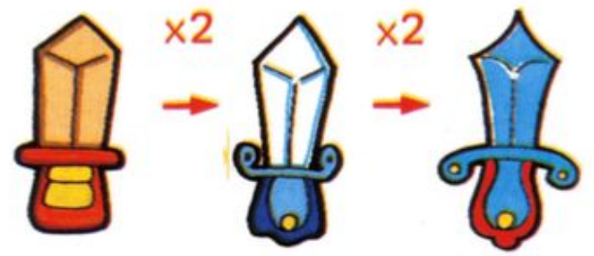
Let's learn some skills for battling the enemy!

The basic principle of the game is, of course, to defend yourself and destroy the enemy one after the other in quick succession. Now, let's learn the basics of how to do so.

First off, use the sword!

Link can use his sword to inflict damage on almost all of the enemy. Use button A for the sword. The enemy will flash when wounded, and will be knocked backwards. Link can get three types of swords, each with different striking power. These swords are displayed inside frame A at the top of the main screen.

Types of swords and their different striking power



Sword **White sword** **Magical sword**

Link can also use the treasures!

Link can use his acquired treasures such as a bow and arrow instead of his sword. Use button B to get to these treasures. (Did you remember?) The treasures that Link can use right now are displayed in frame B above the main screen.

You can find many entrances to get into the labyrinths in the ruins. However, sometimes where an entrance will be!

Use the shield to fend off the enemy's attacks!

When Link is not attacking, he can use the shield that is always by his side to fend off the enemy's attacks. Don't forget! There are some enemy attacks that Link can't defend against.

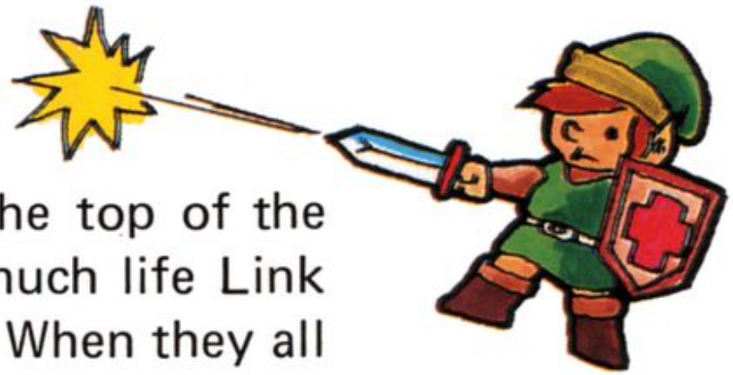
Shield

Link has this from the start of his adventures. Use it to protect him from the spears and rocks that the enemy throws.

Magic shield

This is bigger than the other shield. Use it to fend off the enemy's spells and rocks, and Zola's ball.

The white hearts tell you how wounded Link is!

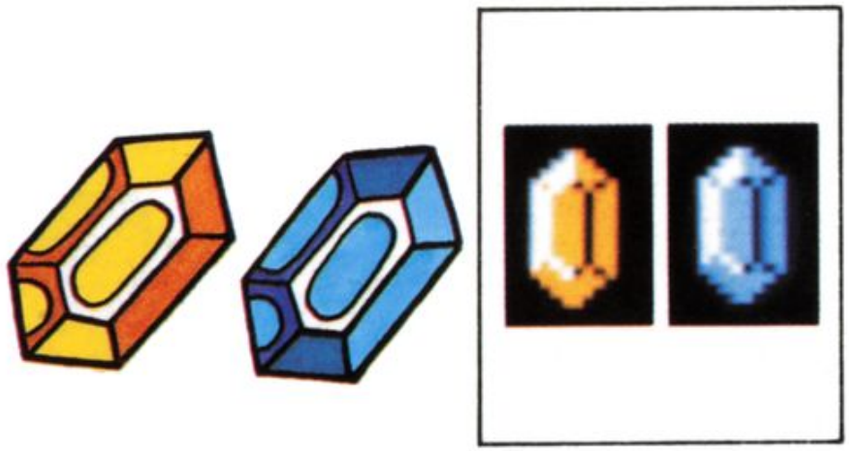


As the enemy attacks Link, the LIFE hearts at the top of the main screen turn white. These hearts show how much life Link has remaining. The red hearts are Link's life force. When they all turn white, that's the end of Link and the end of the game. When they are all red, Link can throw his sword to attack the enemy from a distance.

you can find them hidden deep in the forests or mountains. Look carefully. You never know

Treasure—The Magic and the Mystery

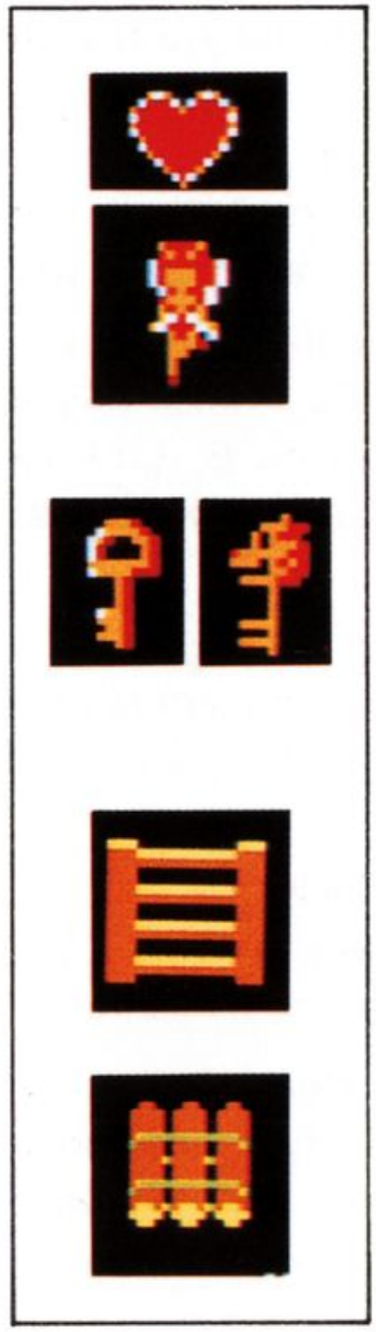
As Link continues his adventure, he may find lots of magical items. If you don't know how to use them, Link will never be able to get the better of Ganon!



Rubies

Rubies are the money used in this kingdom. They sometimes appear when Link disposes of the enemy. If Link collects enough of them, he can buy treasure from the merchant. Blue rubies are worth five times more than yellow ones. In all, Link can own up to 255 yellow rubies, and he may use them in any way he likes.

Link can't launch the raft unless he's at a dock. During the game there will be some places



Heart container and heart

The heart container increases the number of LIFE hearts that Link has. A heart also turns a white heart back to a red heart. During the game, if Link defeats the enemy and rescues the fairy who's in their devilish hands, she'll turn all the white hearts red.

Key and magic key

Link needs these to open the locked doors in the labyrinths. The magical key is very useful. Link can use it over and over again. Once he's got this magical key, "A" will be displayed showing that he's unstoppable!

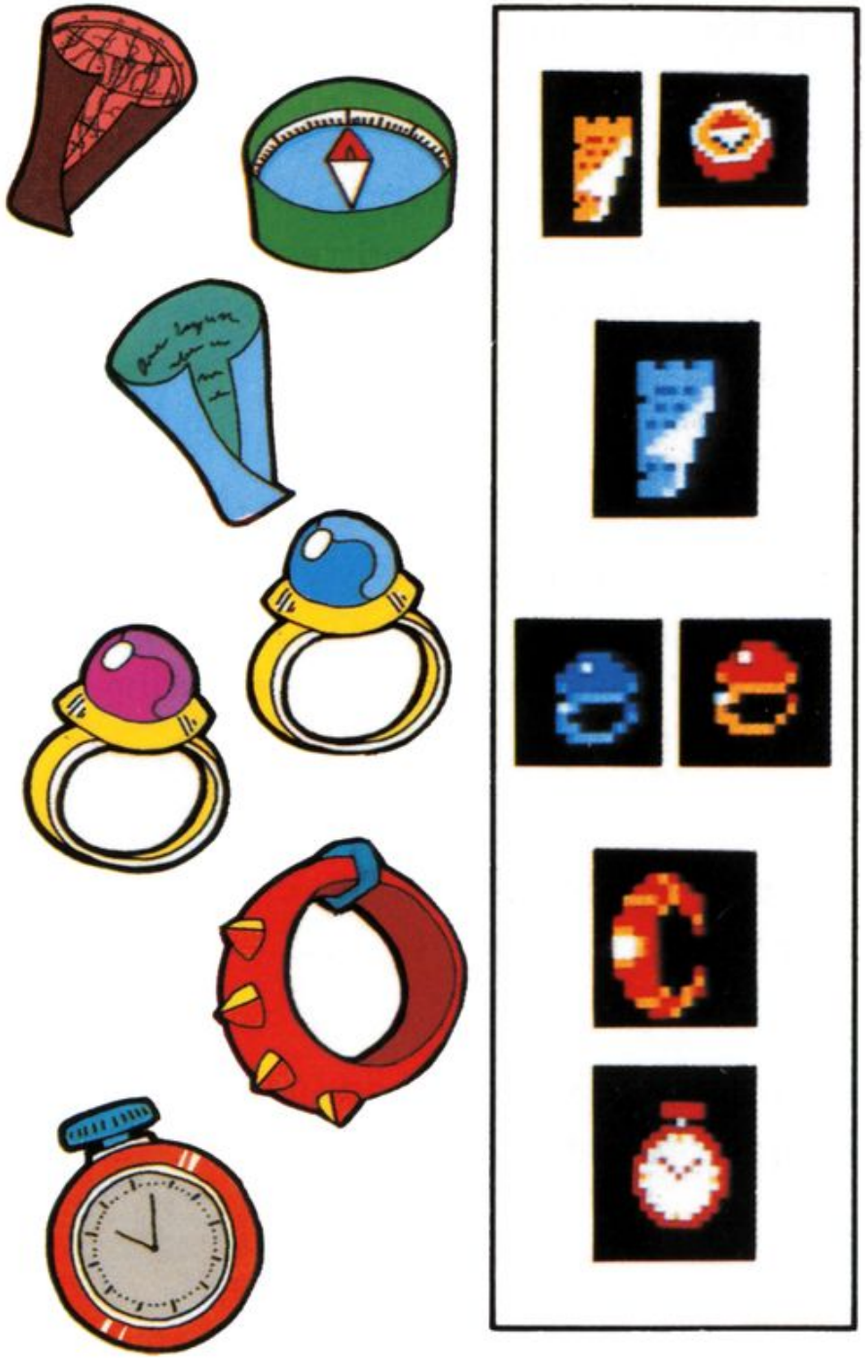
Ladder

This item of treasure lets Link cross holes or rivers that are as wide as he is.

Raft

Link can float across seas and lakes when he launches this from a dock.

Link won't be able to get to without using his raft.



Map of the labyrinths and compass

Link can discover the entire layout of the labyrinths with this map, and by using the compass he can find out where the Triforce fragments are hidden within the labyrinths.

Letter to little old lady

When you choose this letter at the sub menu and press button B, Link can show the letter to the little old lady who lives inside one of the many caves.

Blue and red rings

The blue ring reduces the damage inflicted by the enemy by half, and the red ring reduces damage to one quarter.

Power bracelet

This bracelet gives Link amazing inner strength. He can even lift giant rocks.

Magical clock

The enemy stops moving when Link has this. Mind you, it works only for the screen he's on at the moment.

What you find when you press button B

Wooden boomerang and magical boomerang

Link can use these to inflict damage on weak enemies. He can also stop most of the enemy in their tracks if he throws the boomerang on target. The magical boomerang flies further than the wooden boomerang.

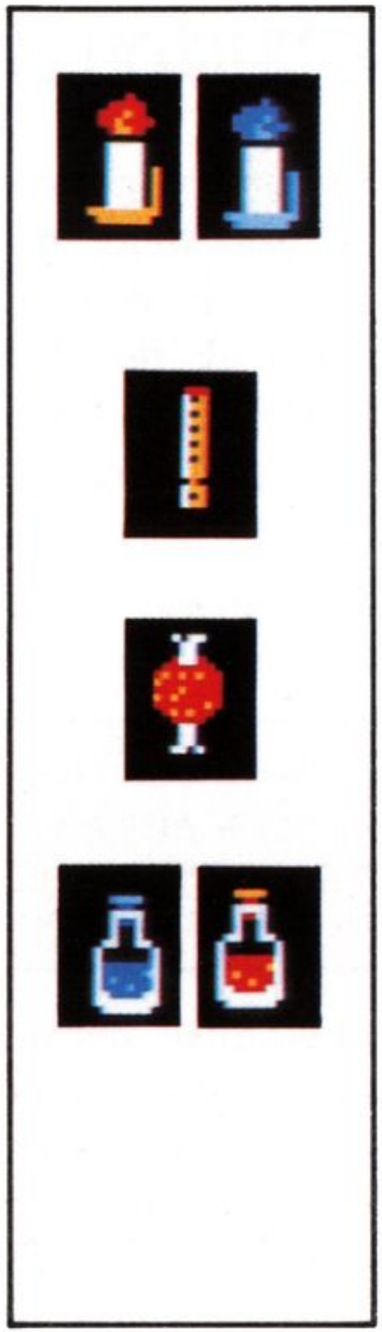
Bomb

Set one of these, and Link can overpower the enemy with the explosive blast.

For each bomb he picks up, he gets four bombs. Link can carry at most eight bombs. At the beginning of the game, he can't have any more than this number. So use them sparingly!

Bow, and wooden and silver arrows

Link can use them only if he has both the bow and an arrow. For each arrow Link shoots, he loses one ruby. Oh, by the way, there are some enemies that can be disposed of using only the bow and arrow. So be alert!



Blue and red candles

Some of the rooms inside of the labryinths are really dark. So use these to brighten them up. Blue candles are good for one screen only, but the red ones can light up rooms for several screens.

Whistle

A really mysterious, magical item. Use it and it'll amaze you with what it can do.

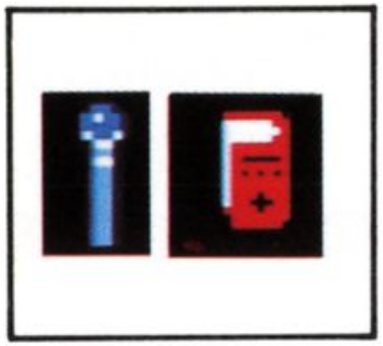
Enemy bait

Link can use this bait to lure the enemy and bump them off as they come to eat it. But watch out! This doesn't work for some of the enemy.

Water of life

Drink this and all of Link's LIFE hearts will turn red. Red water turns blue when Link sips it. Drink the blue water and that's the last of the water.

The whistle is the most mysterious of all the treasures in this game. Blow the whistle and it'll happens.

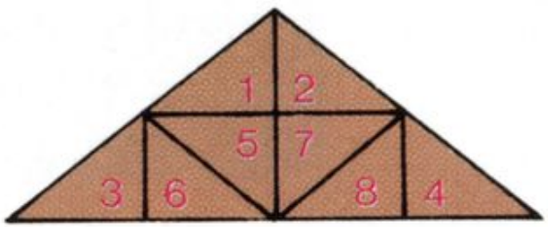


Magic wand

This is the wand that Wizzrobe uses. Wave it to let loose magic spells. What's more, if Link picks up the Magic Book and learns some new spells, he can chant some fiery spells and send out flames.

Now let's get the Triforce together!

Triforce levels



The fragments of the Triforce are hidden in the many labyrinth levels. They are arranged as shown in this picture.

All of Link's LIFE hearts turn red when he finds a Triforce fragment hidden in a labyrinth. He will also return to the labyrinth entrance. The Triforce fragments are displayed in the picture in the sub screen at each level as Link finds them. Remember the magical whistle? Well, once he's collected the last Triforce fragment, Link can warp to the entrance to the ninth labyrinth by blowing the whistle and summoning the whirlwind.

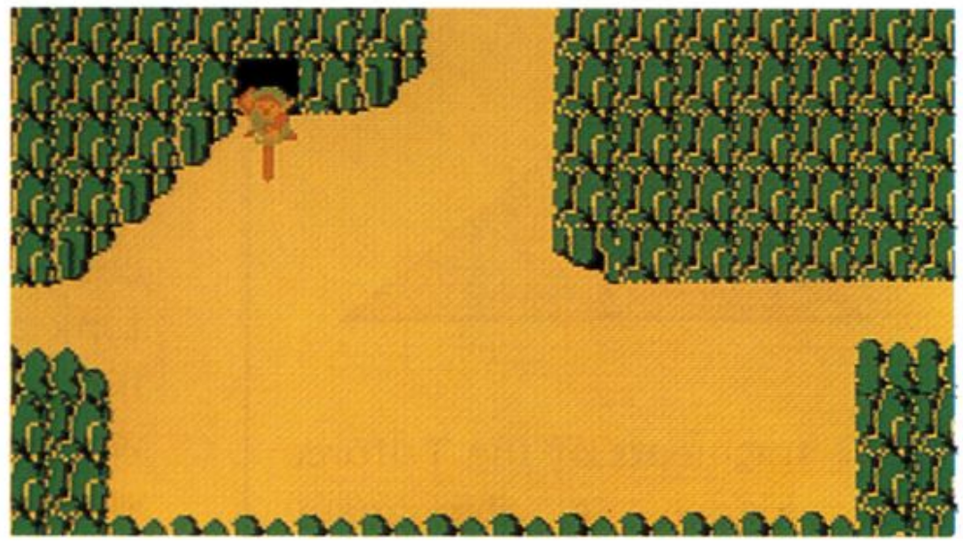
Whirlwind

let out a strange sound. People say it opens up paths for Link. Try blowing and see what

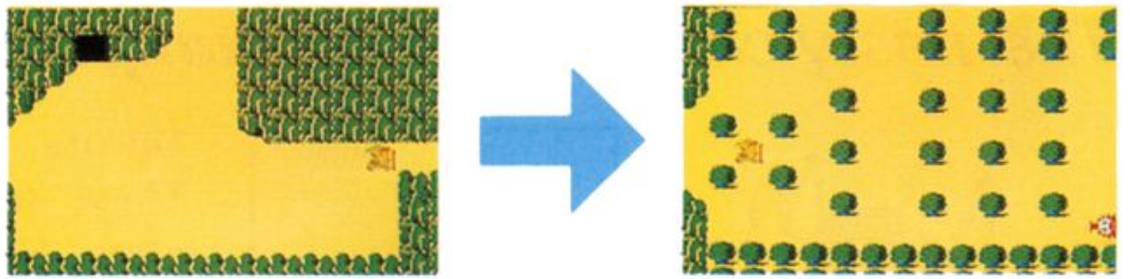
The Overworld

In order to get ahold of the eight Triforce fragments, Link must first move around above ground and find an entrance to the underground labyrinths. So let's introduce some basics of how to travel in the Overworld.

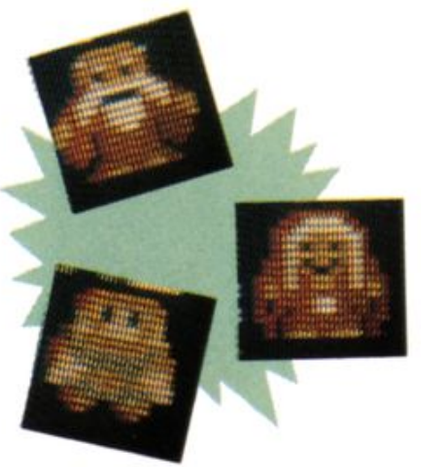
O.K. You've started the game. Now, first of all, look at the top left of the main screen. You see a little map there. This is Link's radar. You can use it to check roughly where he is. If you're playing for the very first time, you should be able to find Link at the scene in the photo on the right.



Right. So far so good. Now use the cross button to move Link to the edge of the screen. When you get there, it scrolls right and the screen changes over to the neighboring scene. Do the same again and Link moves on to the next scene. That's how we can keep Link moving on to new scenes and new adventures.



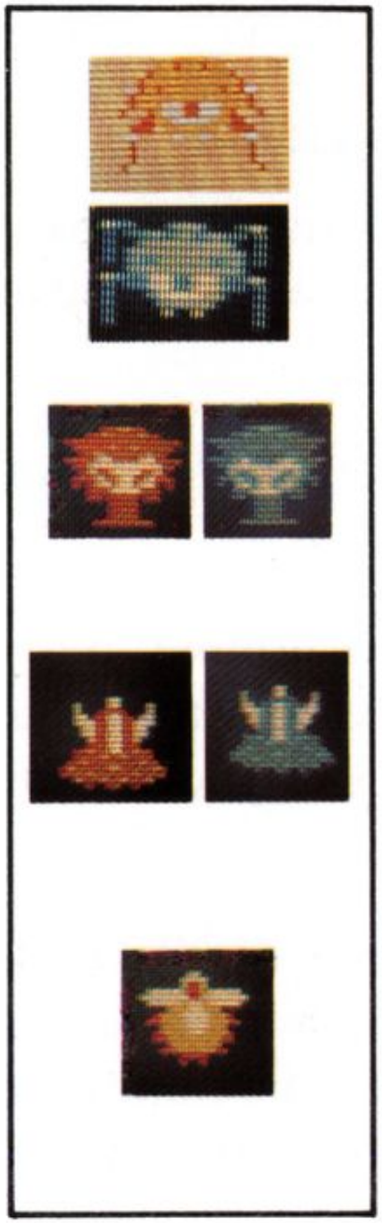
Link can meet all sorts of people above ground, not just enemies



All sorts of people are hiding in the caves above ground: old men, little old ladies, and merchants. When Link meets them he can buy all sorts of weapons, and get them to tell him lots of useful information.

To buy things from the merchant, get Link to pick up what he wants. If Link is going to pay money for some valuable information, then get him to point to the number of rubies he wants to pay. The merchant will ignore Link, however, if he hasn't got enough rubies.

The nasty characters Link bumps into in the Overworld



Tektite

These spidery things jump about all over the place. Red ones move about a lot and blue ones move only a little. Tektites have little fighting power.

Octorok

A type of octopus that lives above ground. There are two types, red and blue. Watch out for the blue ones. They're mean. They spit out rocks at Link.

Leever

They live in the ground and eat up the energy of creatures that approach them. Blue Leevers are a little stronger, but the red ones don't have much attacking power.

Peahat

Has little attacking power. This is the ghost of a flower that bounces and flutters around the place. Link can eliminate it only when it's standing still.

The water of life is a medicine that can beat anything. So, those who don't have the right
You have to find that out yourselves. Good luck!

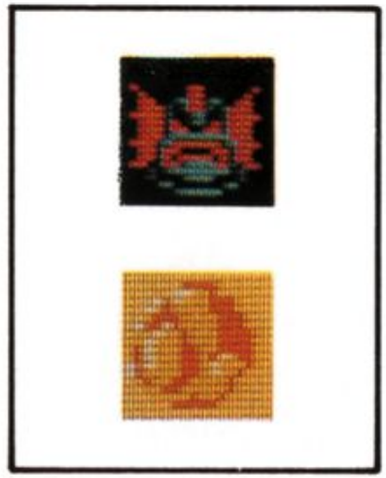
Molblin
A bulldog-like goblin who lives in the forest. He attacks by throwing spears. A little bit meaner than Octorok.

Armos
A soldier who has been turned into a stone statue. He moves and attacks if touched by Link. He has a fair amount of attacking power.

Ghini
The ghost who lives in the graveyard. There are two types. There are Ghinis who are there from the beginning of the game, and those who appear when Link touches the gravestones. Ghinis have about the same attacking force as Armos.

Lynel
The guardian who attacks all those who come near Death Mountain. Watch out! He's pretty strong, and Link's little shield can't stop his sword.

credentials can't buy it. In order to show your credentials, you have to.... Oh, I'm sorry!



Zola

Half-fish, half-woman who lives in the water. When she sticks her head out of the water she lets out a ball that Link's little shield can't hold back.

Rock

These rocks crumble off Death Mountain and fall down to attack Link. He can't destroy these natural nuisances.

The fairies in the springs give Link extra life.

Fairies live in the springs here and there. They have a magical power that turns all of Link's LIFE hearts back to red. You can find them at the ... sorry, that's also a secret!

Caves are not only in the places you can see.

What was that you said? "I looked for the caves in every nook and corner, but I couldn't find them anywhere!" Well, you know, they're not only in the places you can see. Link just might be able to pass through the pathways he hasn't been able to get through by using something else. Get the gist?

Legend has it that there are caves in every possible place above ground. Link is bound to find

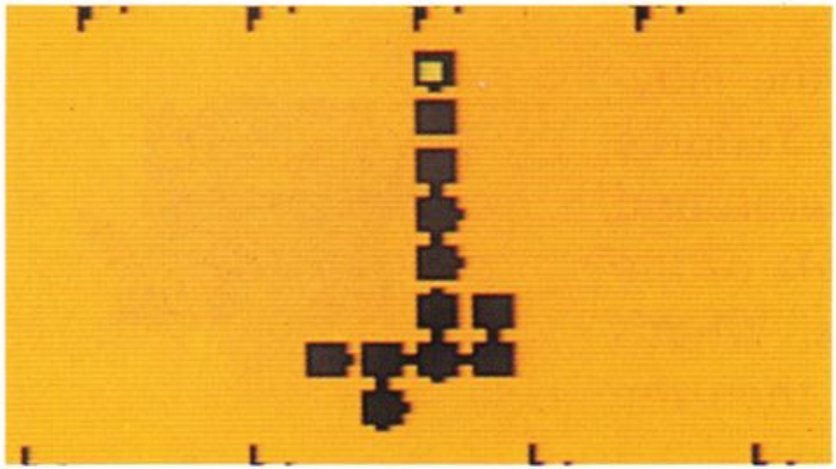
The Underworld

O.K. Now that Link's found an entrance to the labyrinths, he can at last begin his fight to find the Triforce fragments. Once Link steps inside the underground labyrinths the above ground radar at the top left of the screen turns into the radar of the labyrinths. What's more, if Link has the map of the labyrinths, then the map also will be displayed on the radar. There's also the LEVEL display. If you think that the present labyrinth LEVEL is too tough for Link judging from previous experience, then it'd be wiser to get out and fast!

them as long as he has enough power. Get the idea?

Let's walk around inside the labyrinth

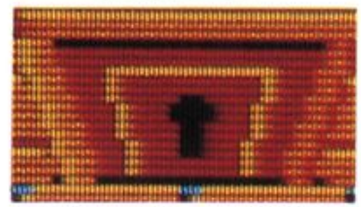
Now Link's inside the undergound labyrinths and it's really strange. O.K. Let's try moving Link around in various directions. He has to use candles to light up the pitch-black rooms. Link leaves tracks behind him as he goes forward as you can see here. This is displayed in the sub screen.



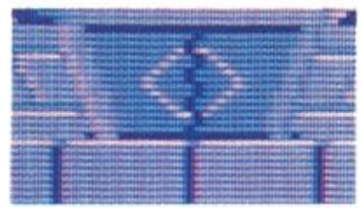
The inside of the labyrinth is made up of lots of rooms.

Each of the blocks in the labyrinths are rooms closed by: (1) blocks that Link can go through whenever he wants, (2) shutters with doors and devices that won't open unless he's got the key, and (3) walls. Will Link be locked in, unable to get back? That's a secret.

Doors you need keys for



Shutters



In the caves where people live are invisible closed doors. How to open them? That's a secret,

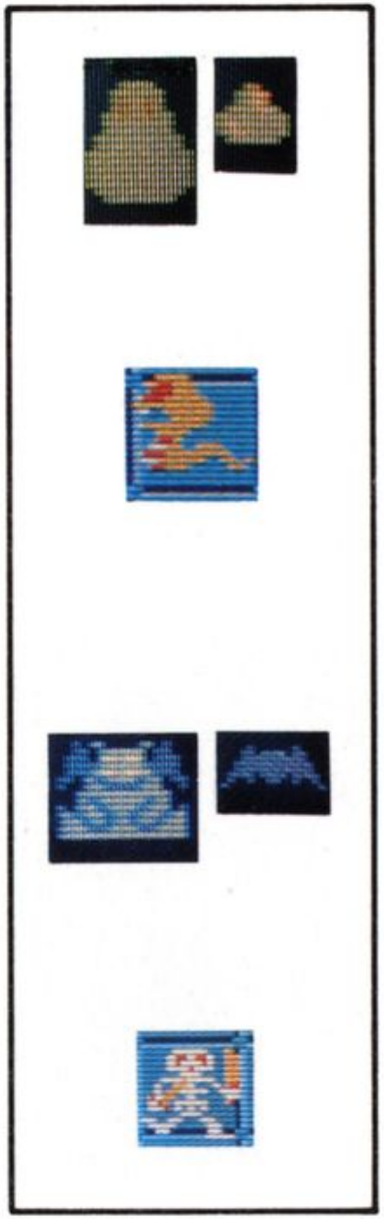
There are other treasures as well as the Triforce.

Link can find lots of other treasure such as the heart containers. Link will never make it to Death Mountain if he doesn't get ahold of these and the Triforce. Go get 'em!

Find the map of the nine labyrinths & the compass.

The map and compass are very handy for walking about in the labyrinths. The picture below shows some notes about the labyrinths. Link wrote them down from what Impa told him. Find the map. It's much more accurate.

The enemies that attack Link in the underground labyrinths



Zol & Gel

Jelly-like monsters that walk about bouncing around in the labyrinths. When Link cuts Zol, it splits into two Gels. Gel has little attacking power, but Zol has twice the power of Gel.

Rope

A poisonous snake that has made the labyrinths its home. It senses other creatures quickly and suddenly comes after them (and Link, for that matter!) once it has found them out. This one hasn't got a lot of attacking power.

Vire & Keese

Vire is a devil that controls the Keeses. When Link cuts it with his sword, it turns into two Keeses. Keeses have little attacking power, but Vire is a little stronger.

Stalfos

A skeleton that's got a sword in each hand. Little attacking power.

Just after starting the game, if you make sure Link always goes to where the fairy lives

Wall Master
A monster hand that appears out of the labyrinth wall. If it catches Link, it takes him back to the entrance to the labyrinth.

Goriya
A little devil that lives underground. He uses boomerangs. There are two of his type, blue ones and red ones. Watch out for the blue ones! They are strong.

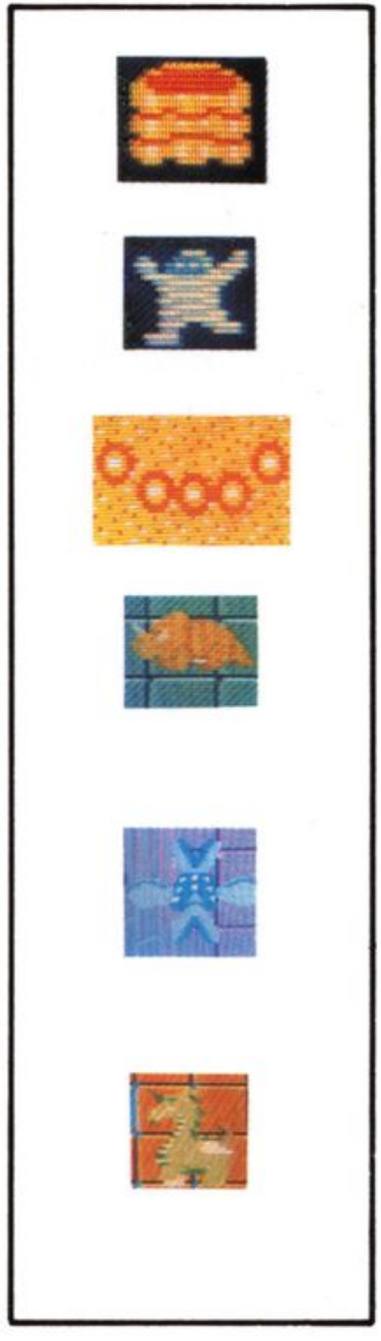
Wizzrobe
The Master of Movement. He appears here and there letting out magic spells that Link's little shield can't hold back. He's pretty strong. Watch out!

Darknut
The knight who lives in the labyrinths. He has lots of attacking power. He repels Link's attacks from the front with his shield.

Pols Voice
A ghost with big ears and a weak point — he hates loud noise.

Lanmola
A gigantic centipede. Attacking his head won't work. Boy! Does he move fast!

(remember, the kind fairy who revives your LIFE hearts) then the game will be easier for you.



Like Like
A tube-like monster that has a soft spot for magic shields — he eats them up.

Gibdo
The mummy man. He's got some strange powers, and some pretty powerful attacking force.

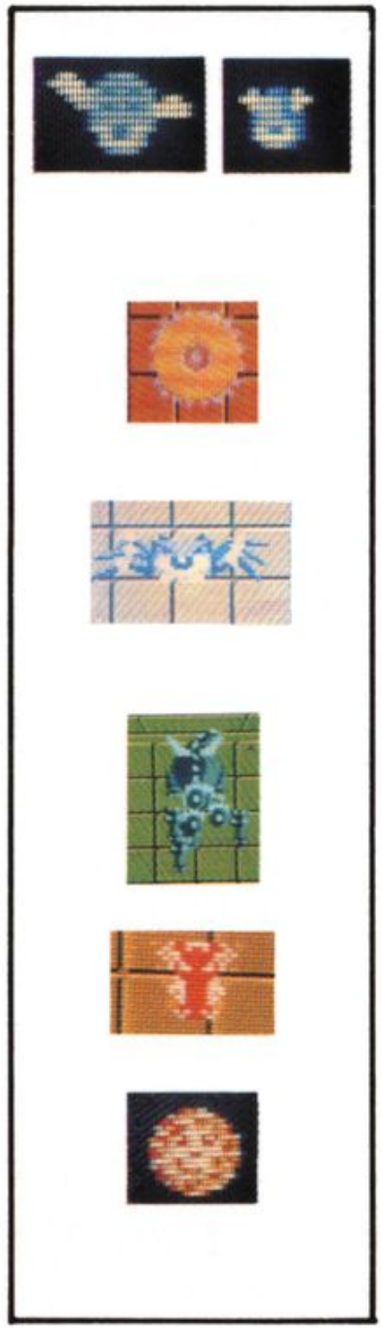
Moldorm
The huge worm living in the labyrinths. It grows smaller as Link attacks. Not so strong.

Dodongo
A giant rhinoceros. It hasn't got so much attacking power, but it bounces off attacks with its thick hide.

Manhandla
A large man-eating flower with hands sticking out in all four directions. It moves faster as it loses its hands. It's pretty mean. So, watch out!

Aquamentus
A type of dragon that some call a unicorn. As well as having lots of attacking power, it's a fearful opponent. It emits mean beams.

More often than not, the shutter devices are closed by the magical power of the enemy in What're you waiting for? Go get 'em!



Patra
The Patra attack in groups, in two types of formations. Both formation groups are strong. So be on your toes!

Digdogger
Big sea urchins. In spite of their big bodies, they shrivel up when attacked. But watch out! They come on pretty strong.

Gohma
The super-huge crab that lives in the labyrinths. Its hard shell will repulse any attack. Attack its weak point with a special weapon.

Gleeok
A huge dragon that has 2 to 4 heads and spits out beams at Link. Heads that Link cuts off from its body fly around in the air.

Head of Gleeok

Bubble
The spirit of the dead. When it clings onto Link, he won't be able to unsheath his sword for a while.

that room. The shutters will open if Link disposes of the enemy. Get the message?

Traps and Stone Statues

Somebody placed these in the labyrinth a long time ago. They suddenly attack Link when he approaches them. So you've really got to watch out!

Once the traps move, they don't move again until they've gone back to their original positions. Take this opportunity to go forward.

And now the fight to death with Ganon!

Link has collected the eight fragments and completed the Triforce of Wisdom. Now he's ready to fight Ganon in the depths of Death Mountain! What is Ganon? What's Ganon like? Nobody knows. Nobody has lived to tell the tale.

Link's no match for Ganon and his might. Whatever attack Link uses, Ganon just repels him. But if Link could only use the magical sword and some other object, he'll manage to topple the mighty Ganon. "Other object"? What's that?

Pay attention to the rooms Link can't get to in the map. There's bound to be a hidden

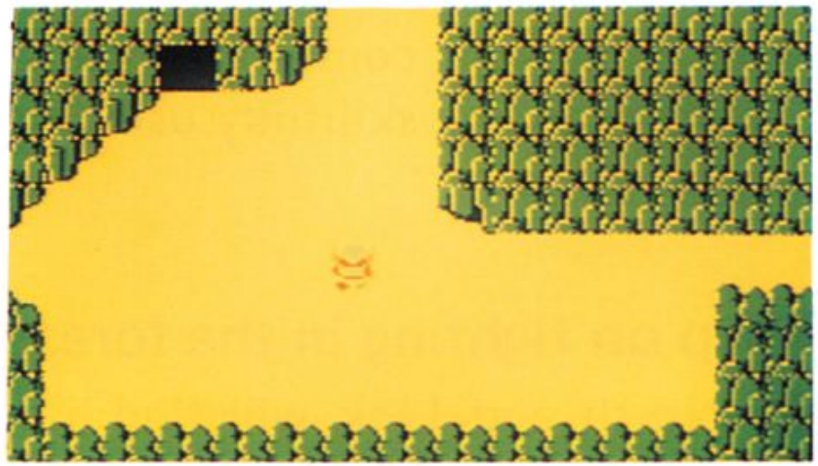
The Legend of Zelda ABCs

The complete strategy for getting to Level 1 —— Eagle

Your first attempt at the Legend of Zelda and you're probably thinking to yourself that it's very hard! Well, we're going to help you out in the following pages, and teach you how to reach the first Triforce fragment.

First go into the cave!

When Link sets out on his travels, he can see a cave before him. Go into this cave.



passageway in the rooms that Link's already passed through. Keep your eyes open!

Now get the sword and get equipped!

Inside the cave, Link'll find the old man who lives on the island. He tells Link to take the sword for his adventures. Take it and fight on!

Go North young man!

With this sword in hand, get Link to go North (to the top of the screen). Here Link will have his first fights. Take it easy! Don't rush! They're weak fighters compared to those coming later.

Then East into the forest!

Next, Link will come out into a forest if he goes East. Fight the enemy skillfully using the trees as cover.

Keep on fighting in the forest!

Go North and Link will find himself still in the forest. Don't run away! Keep on fighting and get some more treasures. You'll need them later on in the game!

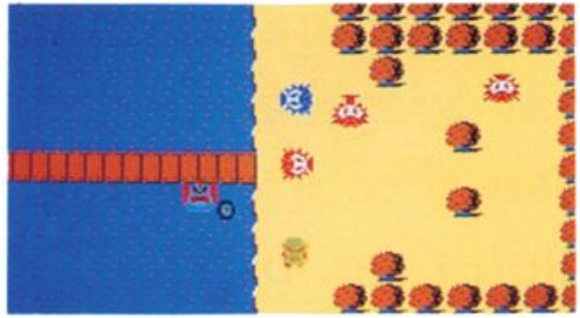
Link will surprise himself if he hits upon Pols Voice's (the monster with the big ears) weak

Go North and to the lake!

Go North again, and go near the lake. The monster in the lake, Zola, will attack Link with her balls. If Link doesn't fight her off skillfully, that'll be the end of Link!

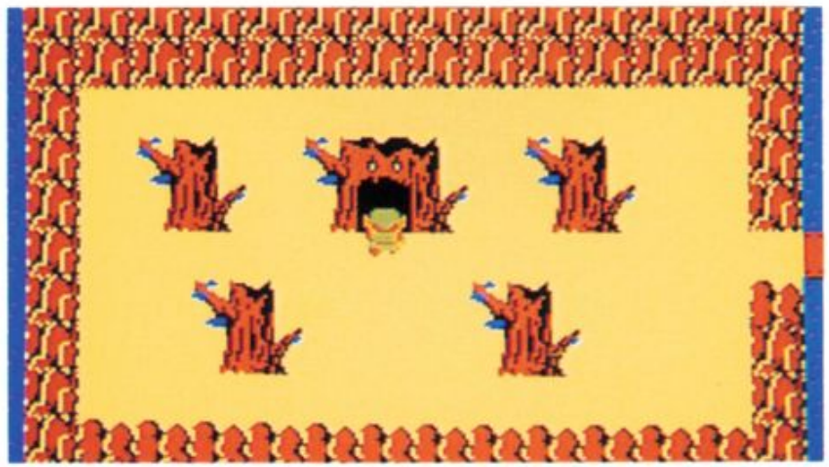
Link's found the bridge!

While Link is advancing North, he comes across the bridge. Fight the enemy here and get as many LIFE hearts as possible.



Cross the bridge to the Eagle labyrinth!

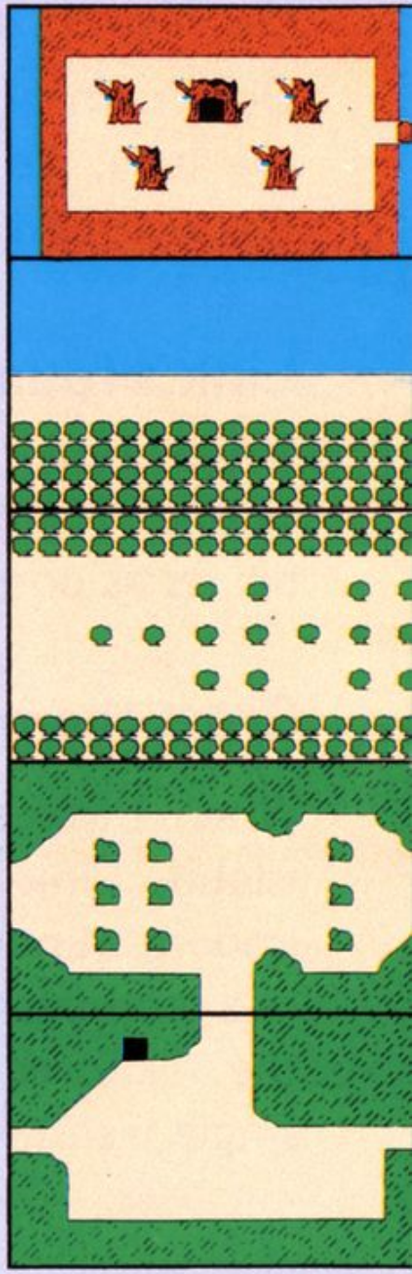
When Link crosses the bridge to the little island, Link will find Eagle — the Level 1 underground labyrinth. Now find the map and compass in the labyrinth. Let's take the Triforce fragment without leaving a single treasure behind!

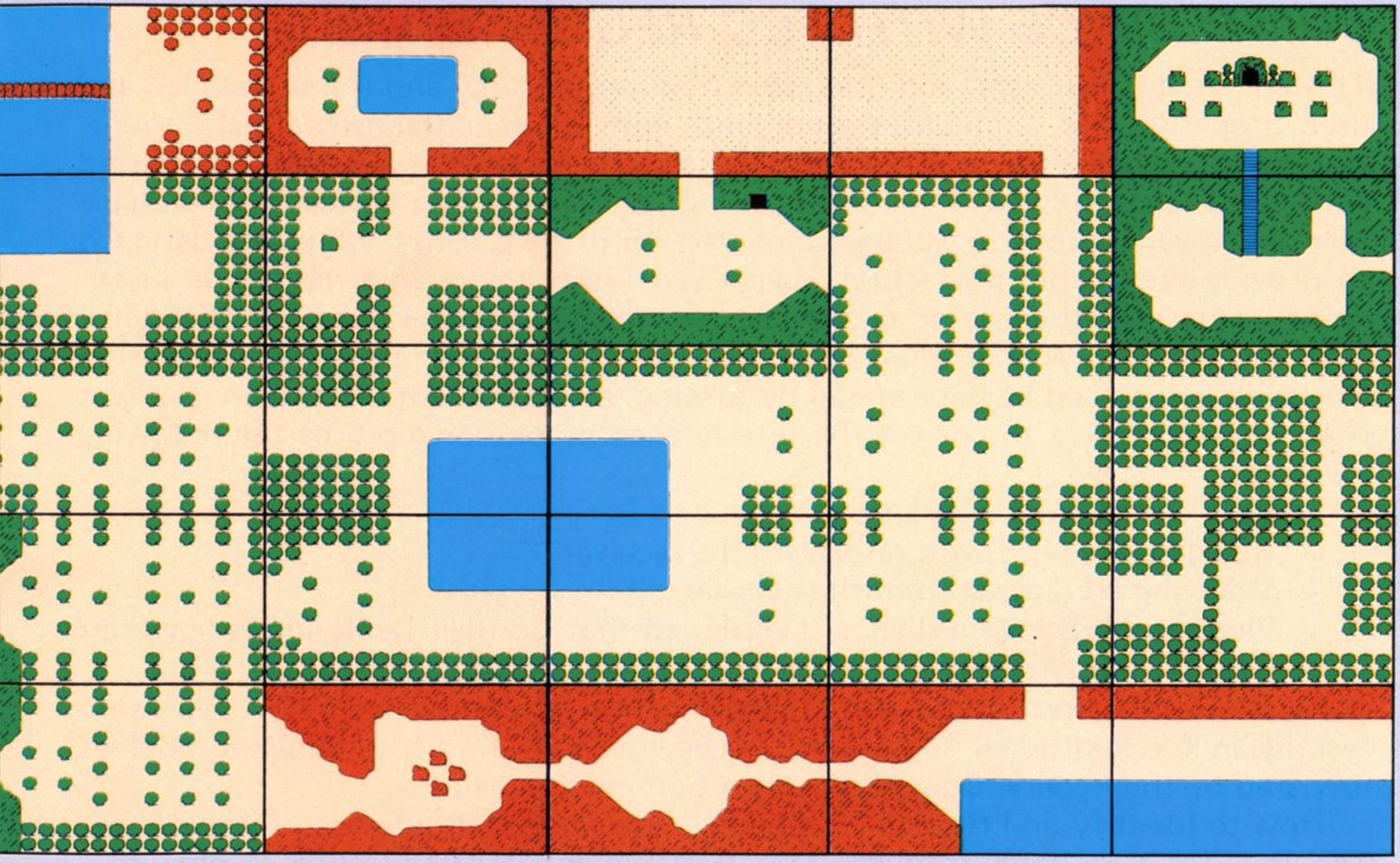


point. Do this by... Sorry! That's a secret!

Map to get to Level 2 underground labyrinth

The ruins at the top right are the entrance to the Level 2 underground labyrinth. To get here, Link has to go around the outer right of the map, and pass through the big forest. Mind your step though. Don't get lost!





COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- **Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.**

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Reprеserntative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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